

UK's OFFICIAL  
**SEGA**  
COMIC

STARRING



# SONIC

## THE COMIC

**SUN,  
SEA,  
SAND  
AND...**

**DON'T SAY  
A WORD!**

**STARFIGHTER  
3000 AND  
PANZER  
DRAGON 2  
REVIEWS**

**4  
NEW  
STORIES**

**INCLUDING  
KNUCKLES  
& TAILS!**

**£1.20 • No 84  
16 AUGUST 1994**

**SONIC 1 @ ZONE!  
SEGA CHANNEL NEWS!**

**FORTNIGHTLY**



YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

# CONTROL ZONE



Hey, Boomers!

What better way to chill out on a hot summers day than with four cool new stories...

Fortunately, the heat hasn't slowed down Sonic as he's joined by Chaotix in a new adventure, Heroes and Villains. Later, a certain hedgehog suffers a touch of anorak-nophobia in the fashionable Sonic's World story, New Image. Talking of style, Tails gets a new pair of trainers in Sneaker Seeker (but he'd better tread carefully!). Also, Knuckles embarks upon a new adventure in the Village of the Damned as he continues to drag that old chest of documents back to the Floating Island.

As promised, the time has arrived to join the 'Q' for crucial info, hints, tips and cheats galore on each and every Sonic game, especially for those Boomers who requested help getting through those niggly levels and zones. The Q Zone kicks off with some serious studying on Sonic 1!

How would you like to be able to tune into Sega for 24 hours of the day (bet your parent-humes wouldn't be too impressed!). Well, STC has the low-down on the much awaited Sega Channel in our special news feature! Also, check out the Saturn Reviews - Panzer Dragoon 2 and Starfighter 3000.

See you in two weeks time for another refreshing read!

*Megadroid*

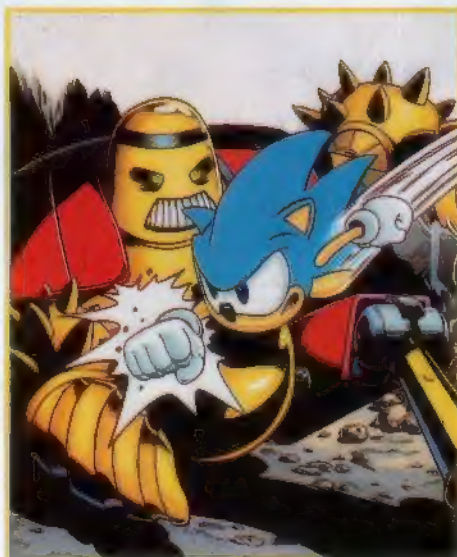
## NAME THAT ARTIST!

Back in STC 72, Boomers were given the chance to win a page of original, totally unique **Sonic artwork**. The catch being, you had to identify the artist.

The winning Boomer who correctly hit the nail on the head by naming Mike Hadley, is...

Selena Thomas,  
Warminster, Wiltshire.

Congratulations to Selina who is a budding script writer!



EDITOR: Deborah Tate  
ASSISTANT EDITOR: Audrey Wong  
DESIGNER: Gary Knight  
COVER ART: Carl Flint  
PRODUCTION: Sarah Colley  
CONSULTANT: Richard Burton

Published every other Wednesday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU.  
Tel: 0171 344 6400. *Sonic The Comic* must not be sold for more than the selling price shown on the cover.  
Printed in England by BPC Magazines (Colchester) Ltd., A member of The British Printing Company Ltd.  
Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by Pre-Press Services Ltd., Leeds. Copyright © Fleetway Editions Ltd., 1996. Copyright © Sega Enterprises Ltd., Licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Distributed by Seymour, Windsor House, 1270 London Road, Bury, London SW16 4DH. Tel: 0181 679 1899 (Customer Services).  
Advertising: Tel: 0171 344 6411. ISSN 0969 3941.

SEGA

COMPILED BY  
CHART TRACK  
© ELSPA

↑ up/down RE/NEW entry ● non mover

### MEGA DRIVE

- 1 ● BRIAN LARA CRICKET '96
- 2 ● TOY STORY
- 3 ↑ FIFA SOCCER '96
- 4 ↓ SONIC AND KNUCKLES
- 5 RE TAZ-MANIA: ESCAPE FROM MARS
- 6 ↑ MS PACMAN
- 7 RE MEGA BOMBERMAN
- 8 ↓ AUSTRALIAN RUGBY LEAGUE
- 9 ↑ MICRO MACHINES 2
- 10 RE SONIC THE HEDGEHOG 2

### SATURN

- 1 ● EURO '96
- 2 ● STREET FIGHTER ALPHA
- 3 ↑ VIRTUA COP
- 4 ↓ PANZER DRAGON 2
- 5 ↑ SEGA RALLY
- 6 ↓ FIFA SOCCER '96
- 7 ↑ VIRTUA FIGHTER 2
- 8 ↑ WIPEOUT
- 9 ↓ X-MEN: CHILDREN OF THE ATOM
- 10 RE DAYTONA USA

### MEGA-CD

- 1 RE REBEL ASSAULT
- 2 ↑ BRUTAL: PAWS OF FURY
- 3 ↓ SOULSTAR
- 4 ↓ EARTHWORM JIM
- 5 ↓ B.C. RACERS
- 6 ● WORLD CUP USA '94
- 7 ↑ TOMCAT ALLEY
- 8 ↓ SNATCHER
- 9 ↓ ETERNAL CHAMPIONS
- 10 RE THUNDERHAWK

### GAME GEAR

- 1 ↑ SONIC THE HEDGEHOG 2
- 2 RE STAR TREK: GENERATIONS
- 3 ↓ THE LION KING
- 4 ● FIFA SOCCER '96
- 5 RE MICRO MACHINES 2
- 6 ↓ SONIC CHAOS
- 7 ↓ ECCO 2: THE TIDES OF TIME
- 8 ↓ SONIC THE HEDGEHOG
- 9 RE COLUMNS
- 10 ↓ REN AND STIMPY



IN THE WEIRD ALTERNATIVE DIMENSION KNOWN AS THE SPECIAL ZONE, FLOATS THE HEADQUARTERS OF THE CHAOTIX CREW.

TODAY, CHAOTIX HAVE AN UNEXPECTED VISITOR.

NEW STORY

# SONIC

## Heroes & Villains

THE HEDGEHOG

Script: NIGEL KITCHING Art: RICHARD ELSON Letterlog: ELLIE DE'VILLE

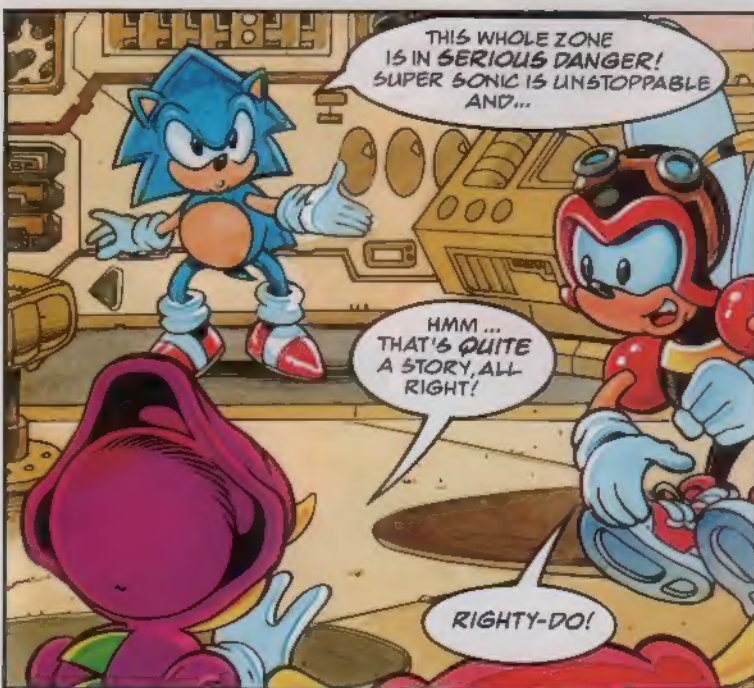
WATCH IT, GUYS... I'M NOT USED TO TRAVELLING BY OMNI-VIEWER!

WHAT'S GOING ON, OMNI? SINCE WHEN DO YOU WORK FOR SONIC THE HEDGEHOG?

LOOK VECTOR, ME AND SONIC GO BACK A LONG WAY. WHEN HE CALLED ME, I WAS ONLY TOO HAPPY TO HELP!

HEY, I DON'T HAVE TIME TO GET INVOLVED IN A STUPID ARGUMENT! NOT WHEN THE WHOLE OF THE SPECIAL ZONE IS IN DEADLY DANGER!











MEANWHILE ...















NEXT ISSUE: SONIC BEHIND BARS!



# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SFC'S RATING SYSTEM  
UNDER 40 = YAWNsville

40-70 = NORMALsville  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## PANZER DRAGON 2

Reviewed by David Gibbon



SATURN

GAME TYPE: 3D ACTION ADVENTURE  
PLAYERS: 1

PUBLISHER: SEGA  
PRICE: £44.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: 11+

*Panzer Dragoon* was one of the fastest, biggest and best-selling games on the Saturn. It was a spectacular 3D adventure which saw the player flying around amazingly realistic worlds on the back of a laser-firing dragon called Lagi.

In the sequel, *Panzer Dragoon 2*, the developers have included several additions which make this game an absolute must. For starters, there's the ability to complete each level by choosing different routes. The easier ones are worth less points, others are more difficult but with better rewards. You also get incredibly ferocious looking end of level bosses, tons of secrets and a new Dragon Evolution system. This sees your dragon start off as a small flightless hatchling, which evolves into a

magnificent skydart. As you progress through the game and earn more points, the dragon automatically gets bigger and the laser becomes more powerful.



*Panzer Dragoon 2* is something special. Everything is superb, from the way you can roam around worlds with 360 degree vision to the beautiful animation, not to mention the haunting, atmospheric, soundtrack and the perfected gameplay. If you want to see just how powerful your Saturn

is, then this is the game to buy!

### FINAL COUNTDOWN

#### RAVES

A stunning game.



GRAPHICS 95

SOUND 92

#### GRAVES

Later levels could prove difficult for younger players.



PLAYABILITY 92

OVERALL 93



# STARFIGHTER 3000

Reviewed by David Gibbon

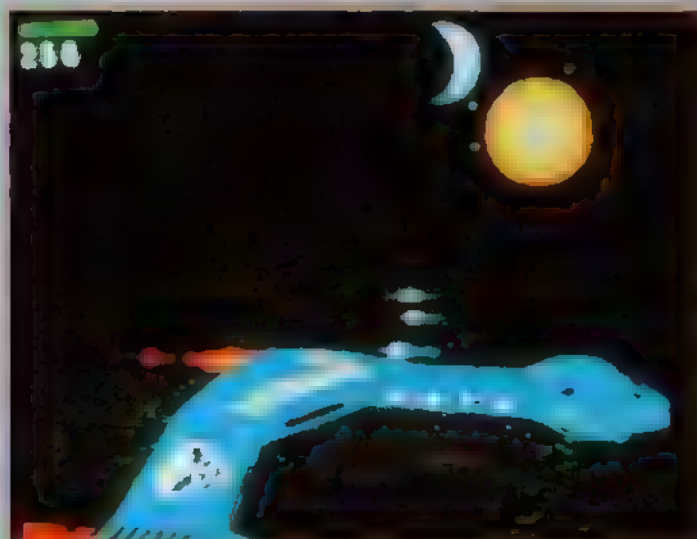


SATURN

GAME TYPE: 3D SPACE SHOOT 'EM-UP  
PLAYERS: 1

PUBLISHER: TELSTAR ELECTRONIC STUDIOS  
PRICE: £39.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: 11+



The year is 3037, the setting is a planet called Federation, which after suffering centuries of warfare, is understandably not a pretty place. The basic plot is that the surviving leaders known as FedNet, decide to restore harmony and sign up an elite team of pilots to work for the FedNet Space Corp. As controller, you are asked to join them and fly a Predator Mark IV, which consists of the most advanced technology available.

**Starfighter 3000** takes place across four different planets, each one featuring 15 missions with a different and varied objective. You start off as a Cadet whose aim is to progress to being a Commander, with your rank moving up each time a planet has peace restored.

The first few missions introduce you to basic flight controls, which allow you to practice destroying ground and air targets and working with your fighter squadrons. You must collect parachute drops and crystal combinations to enhance your weapons, shields and control.

The game is a near perfect, shoot 'em-up; featuring a massive set of 60 non-linear independent missions, each designed to offer an increasingly strategic challenge, it takes you back to the days



when gameplay was considered the most important factor.

What **Starfighter 3000** has more of than any other game of this type is pure addictive fun. It also has excellent 3D virtual reality-style graphics, as well as a rocking soundtrack. The game is similar to the Mega-CD mega-hit, *Thunderhawk*, but includes many more missions and options. This looks like becoming a big hit on the Saturn!



## FINAL COUNTDOWN

### RAVES

Addictive and fun - requires thought as well as joystick technique!



GRAPHICS 87

SOUND 84

### GRAVES

Some missions may be difficult for younger players



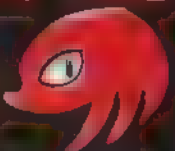
PLAYABILITY 89

OVERALL 86



# KNUCKLES

## VILLAGE OF THE DAMNED



Part 1

Script: NIGEL KITCHING

Art: MIKE DOBSON

Lettering: BETTA PUL

WHEN YOU'RE DRAGGING A HEAVY CHEST FULL OF ANCIENT DOCUMENTS, GETTING HOME CAN TAKE A LONG TIME...

OOH, THIS HAD BETTER BE WORTH ALL THE EFFORT!

IF I GET BACK AND FIND THESE PLANS AND DIAGRAMS ARE NO HELP GETTING THE FLOATING ISLAND'S SYSTEMS BACK ON LINE...

IT'S A PITY I HAD TO LET CAPTAIN CLAW GO FREE... BUT WITH DOCTOR ROBOTNIK BEING IN CHARGE OF THINGS, THERE'S NO ONE I CAN TRUST TO LOCK HIM UP!\*

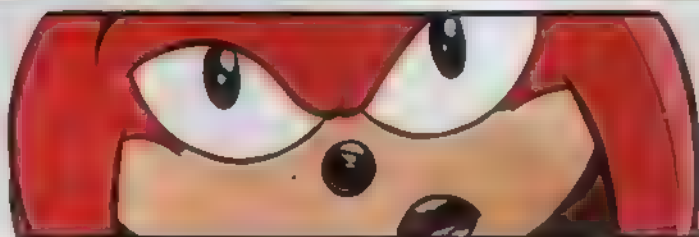
YAWN!

\*SEE LPS ISSUE: Megadroid.

RATS! IT LOOKS LIKE ANOTHER NIGHT SPENT SLEEPING OUT IN THE OPEN!

HEY, WHAT'S THAT?









A ROOM?  
OF COURSE... I SAY,  
OF COURSE WE HAVE  
A ROOM FOR YOU  
MY LAD!

GREAT,  
I HAVEN'T  
HAD A DECENT  
NIGHT'S SLEEP  
IN DAYS!



SETH!  
MAURICE! TAKE  
OUR GUEST'S TRUNK  
TO MY BEST ROOM!  
MY BEST ROOM  
MIND YOU

AYE, IF  
YOU SAY SO,  
LANDLORD!



YOU'LL  
TAKE A DRINK  
BEFORE YOU RETIRE?  
I KEEP THE BEST  
BREW IN THE  
COUNTY!

NO THANKS  
ALL I NEED RIGHT  
NOW IS TO GET  
SOME SHUT-  
EYE



COME WITH  
ME, LAD! MY ROOMS  
ARE THE MOST COMFORTABLE  
YOU'LL FIND ANYWHERE...  
YOU ASK ANYONE, THEY'LL  
TELL YOU!

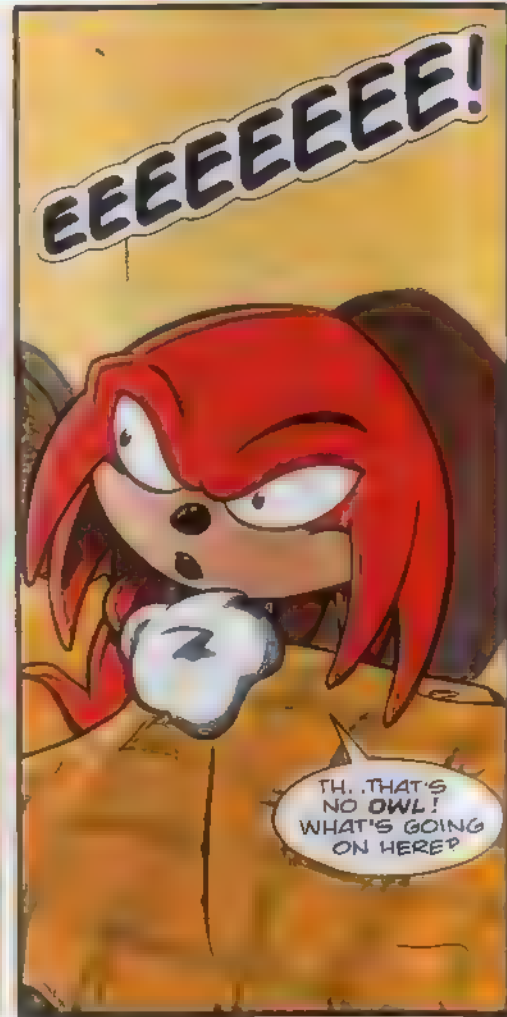
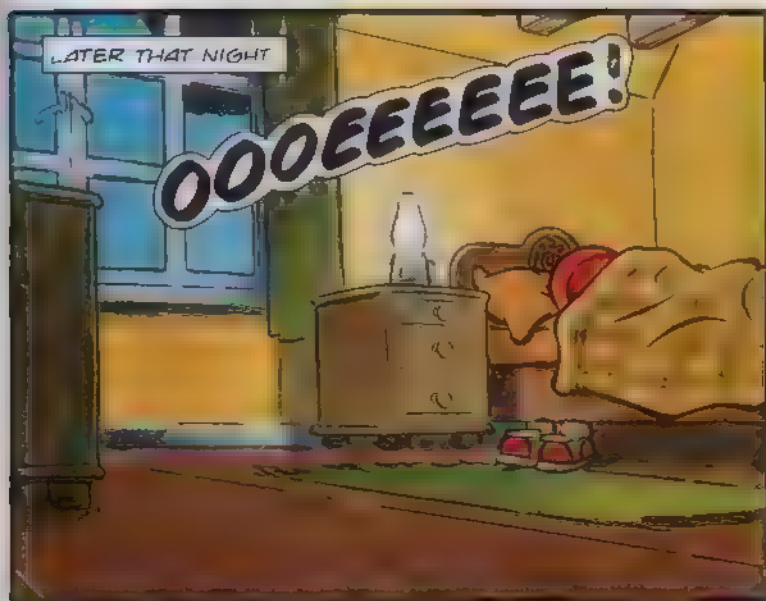
YES...  
I'M  
SURE



IT'S  
HIM HE IS  
THE ONE

IT'S  
HIM HE IS  
THE ONE







HELP ME!  
SOMEONE  
PLEASE HELP  
ME!

THE GREEN MAN

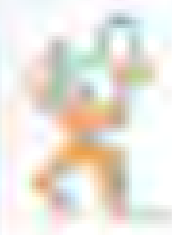
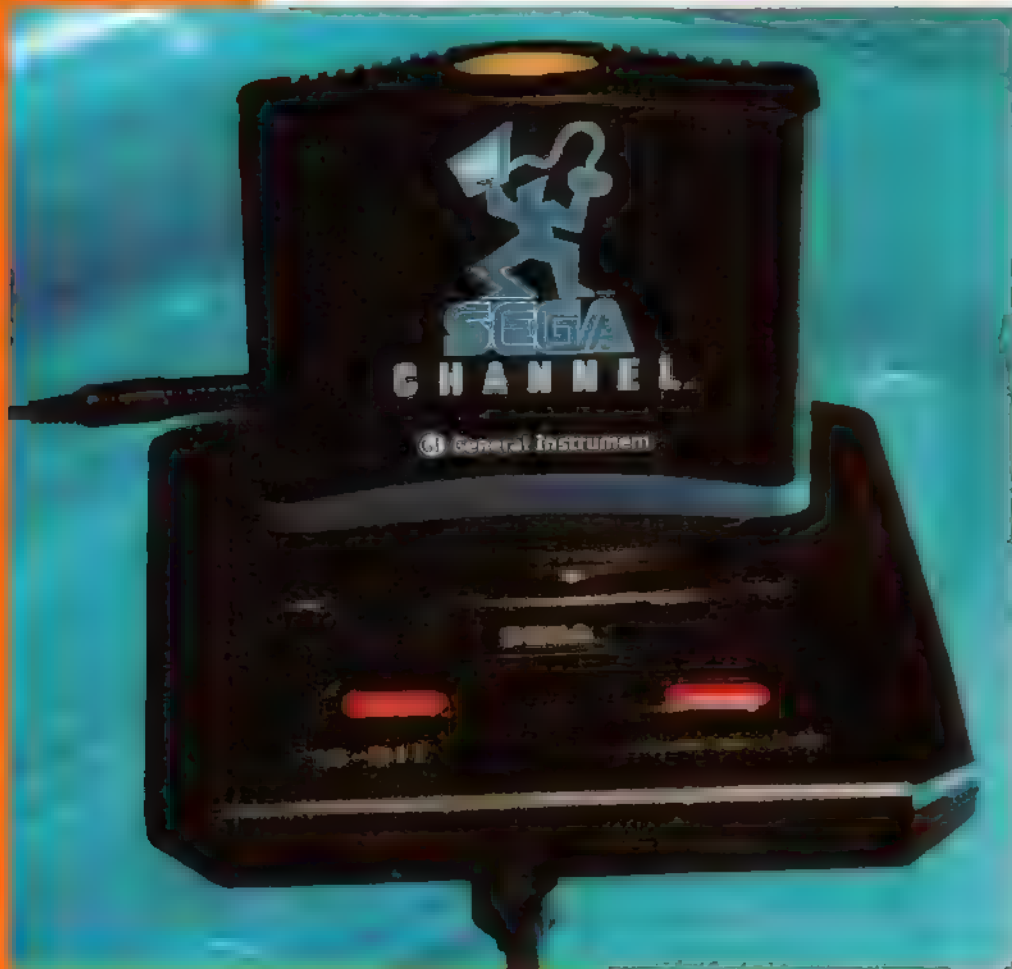
NEXT ISSUE: THE SACRIFICE!





# SEGA CHANNEL

**READY  
WILLING  
AND  
CABLE!**



Back in *STC 42*, the first news snippets about the mega revolutionary interactive Sega

**Channel** in the US was revealed. Following a UK launch in June, cable TV customers in the South East of England have been able to access 24 hour a day Sega activity.

Subscribers to the **Sega Channel** are supplied with a special adaptor which connects their incoming cable TV line to their own Mega Drive console.

Prices vary between local cable operators (the cost is around £10 each month). Customers are able to play Sega games, get the low-down on Sega news and competitions, as well as having access to game tips and cheats.

An on-screen menu allows you to select a choice of game types: Arcade (e.g. *Sonic & Knuckles*, *X Men 2: The Clone Wars*), Sports Arena (e.g. *California Games*, *World Cup USA '94*), The Speedway (*Outrun*, *Super Hang On*), Family Room (e.g. *Ecco the Dolphin* and *Garfield*), and the Strategy Room (e.g. *Sonic Spinball*, *Story of Thor*). Games for each of these categories are updated on a monthly basis to





keep channel tuners on their toes!

An excellent option is the 'Test Drive' section which enables the sampling of new Sega games before they are released in the shops, which is obviously handy for helping you to decide which game to put on your list next.

If parent-humes are reading this, there's no need to worry about Boomers going square-eyed or skipping homework (as if.); a unique Parental Control security option allows you to select the most suitable games and regulate the amount of time spent game playing. Once the Parental Control option is activated with a PIN number, children are unable to download any game outside the parent-selected game rating. Of course, this means that when the youth of today are tucked up in bed, all adult humes will be tempted to take over and experience **Sega Channel** fun at its best!



The **Sega Channel** is currently available via Telewest Communications in Essex and Kent.

Arrangements for the rest of the UK are currently at the negotiation stage. The **Sega Channel** will be available in the north east of England from 1 September, and the North West of England from 1 October.

For more information on the availability of the **Sega Channel** in your area, call the cable hotline on:- 0990 111 777

Don't forget to get permission from a parent or the person who pays the bill before telephoning





THE DAY HAD  
BEEN QUITE  
PEACEFUL FOR  
TAILS SO FAR,  
BUT ALL THAT  
WAS ABOUT TO  
CHANGE . .

# TAILS

## Sneaker Seeker

Script: LEW STRINDER Art: RBB CORONA  
Coloring: JOHN M BORMO Lettering: TOM FRAME

COMICS  
STORY

TAILS! TAILS!  
THANK GOODNESS  
I'VE FOUND YOU!

STAY COOL  
BUDDY! WHAT'S  
WRONG?

NOTHING'S WRONG, TAILS.  
I . . . ER . . . DESIGN SHOES FOR  
A LIVING. AND I'VE MADE YOU  
A NICE NEW PAIR OF SNEAKERS!  
TRY THEM ON!

WELL-COOL!  
HOW MUCH ARE  
THEY?

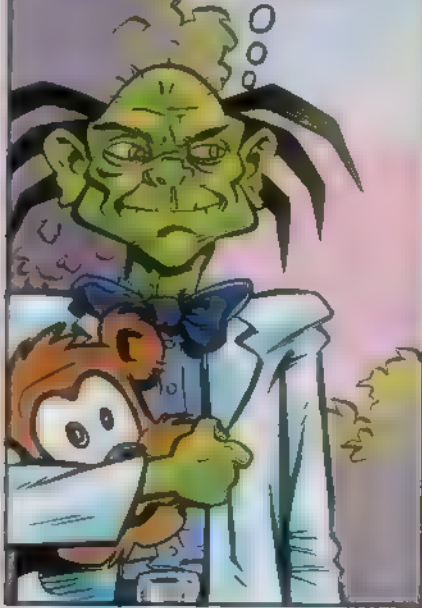
PLEASE  
ACCEPT THEM  
AS A GIFT . . .  
A JUST REWARD  
FOR ALL THE  
TIMES YOU'VE  
BEATEN DOCTOR  
ROBOTNIK!

THANKS,  
MISTER! WOW!  
I CAN'T WAIT TO  
SHOW SONIC!



WITH TAILS OUT OF SIGHT, THE TRUE IDENTITY OF THE "SNEAKER DESIGNER" IS REVEALED... ROBOTNIK'S TOP SCIENTIST, GRIMER!

HEH, HEH, HEH!  
THOSE SNEAKERS ARE  
MORE ATTRACTIVE  
THAN YOU THINK,  
FURRY FOOL!



WOW!  
TOP TRAINERS,  
TAILS!

THEY LOOK  
EVEN COOLER  
THAN SONIC'S!

WELL... I  
DON'T LIKE TO  
BRAG, BUT YOU  
MAY BE RIGHT!

SONIC WILL HAVE SNEAKER-ENYVY  
WHEN HE SEES THESE! EVERYONE  
SEES ME IN A DIFFERENT LIGHT  
NOW

SIGH! TAILS  
LOOKS SUCH A  
HUNK IN THAT  
FUNKY FOOTWEAR!



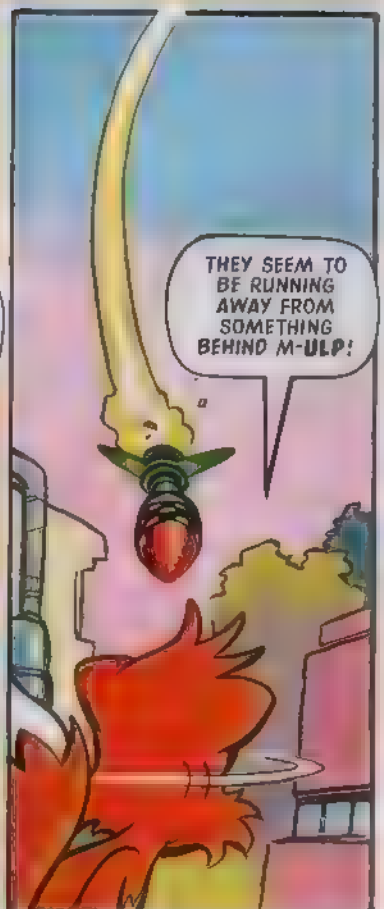
AAGHH! RUN  
FOR COVER!

EEK!  
WE'RE  
DOOMED!

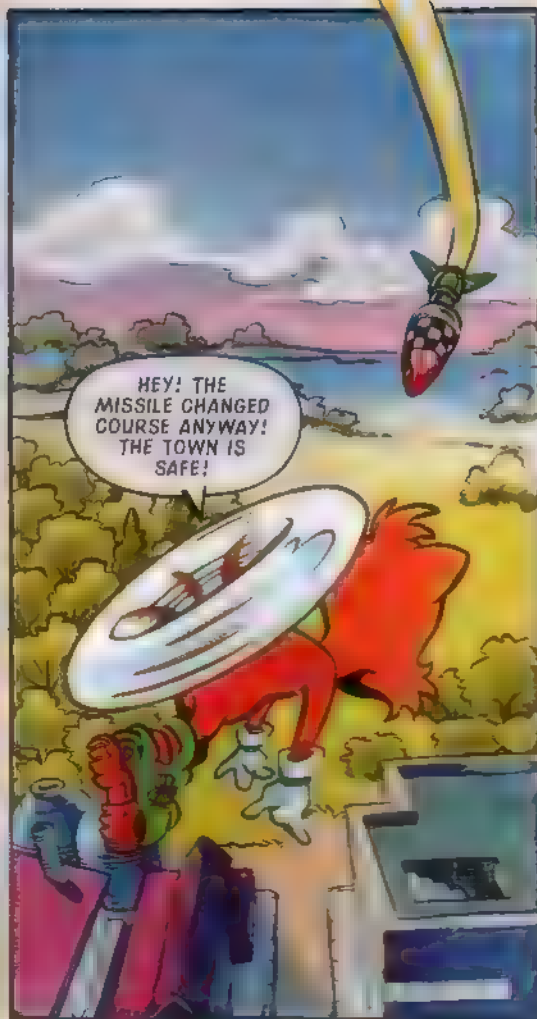
ER... DID  
I FORGET MY  
ANTI-ODOUR  
INSOLES OR  
SOMETHING?



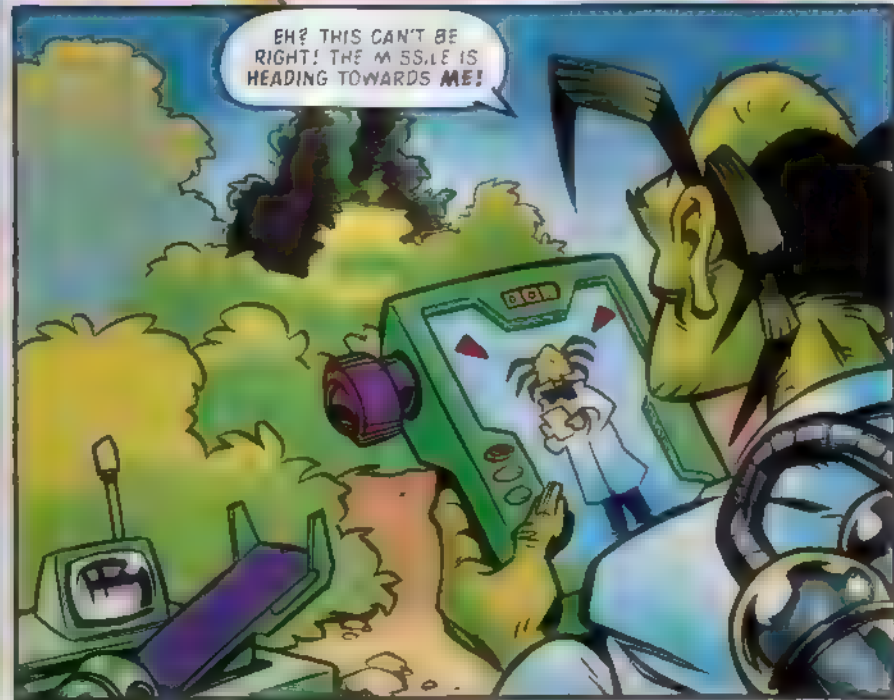
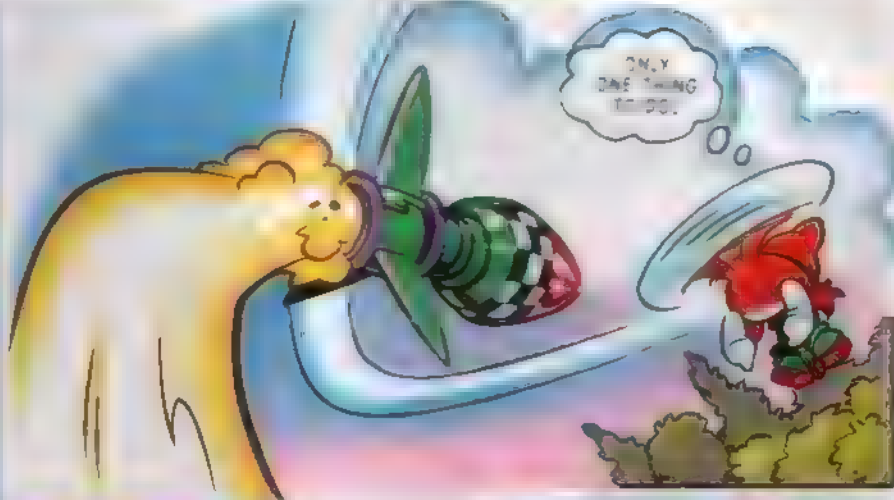
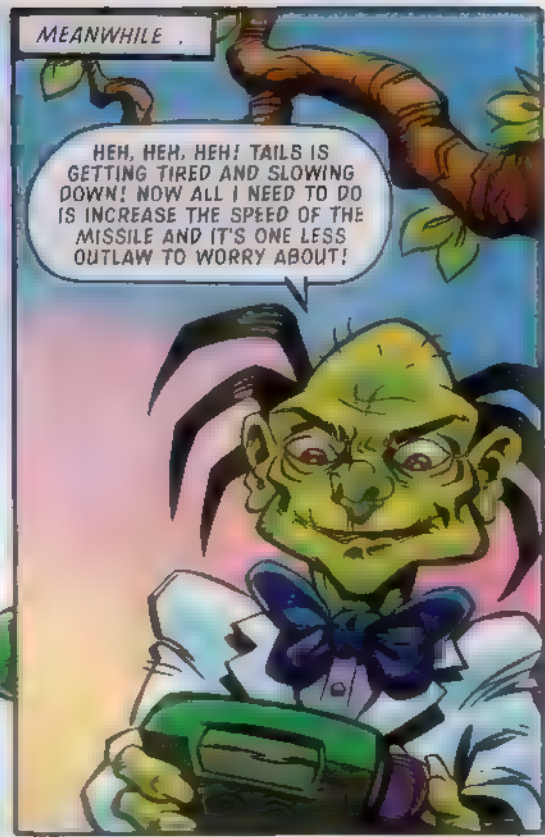
THEY SEEM TO  
BE RUNNING  
AWAY FROM  
SOMETHING  
BEHIND M-ULP!















THANKS FOR THE PRESENT, GRIMER, BUT THEY ATTRACT THE WRONG COMPANY!

NO! DON'T LEAVE THEM HERE! NOOOO!



KABOOOMM!

GAHH! GOT TO DETONATE THE MISSILE'S SELF-DESTRUCT DEVICE TO SAVE MYSELF!



THAT'S THE LAST TIME I ACCEPT GIFTS FROM STRANGERS!



LATER...

HUH! TAILS IS WEARING HIS OLD SNEAKERS AGAIN!

HMPH! I KNEW HE WASN'T TRENDY REALLY!

I'D RATHER DRESS FOR COMFORT! FASHION TO DIE FOR JUST ISN'T WORTH IT!

THE END

NEXT ISSUE: TROOPER TROUBLE!





# Q ZONE

**Q IS FOR QUESTION.**

**Q IS FOR QUERY.**

**Q IS FOR QUANDARY.**

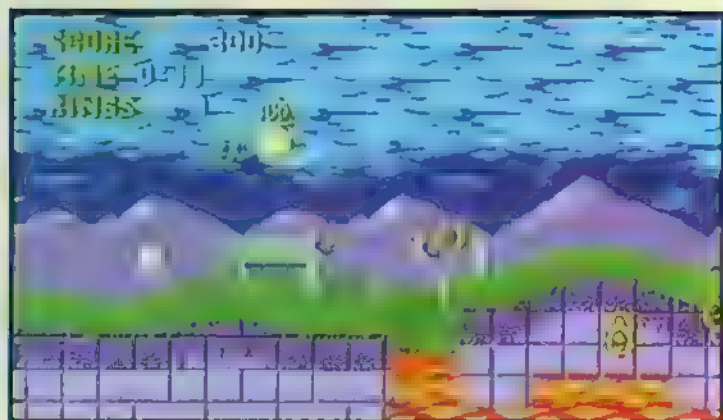
IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TWISTOCK PLACE, LONDON, WC1N 5SU.

## SONIC THE HEDGEHOG 1 REVISITED!

STC's post-bags are spilling over with requests for cheats on classic Sonic games. Apologies to those of you who are already in the know, but for those Boomers who require help, the waiting is over thanks to David Gibbon and Chris Jones...

The following codes and cheats listed are guaranteed to be accurate. There's often a knack involved in getting them to work and Sega have assured STC that timing is important in that they need to be entered at a certain pace. They may not work straight off, but you'll get the hang of entering them in the right way.



MEGA  
DRIVE

### LEVEL SELECT

On the title screen (when Sonic is waving his finger back and forth), move the control pad **UP**, **DOWN**, **LEFT**, **RIGHT**, then you will hear a chime. Hold down **BUTTON A** and press **START** to go to the level select screen.

### DEBUG MODE

Again on the title screen, move the control pad **UP** + **BUTTON C**, **DOWN** + **BUTTON C**, **LEFT** + **BUTTON C**, **RIGHT** + **BUTTON C**. If done correctly, you'll hear the sound of Sonic picking up a ring. Hold down **BUTTONS A** + **C** and press **START**. Continue to hold **A** + **C** until the game starts. If this code has worked, the score on the top left of the screen will be garbled numbers. Once you have done it correctly, **BUTTON A** changes Sonic into different sprites, **BUTTON C** places sprites where you want them, and **BUTTON B** changes you back into Sonic.



## CODES

Each ring worth over 25,000 rings	SCRAB9X0
High Jump	DDLTAAGL
Mega Jump	BDLTAAGL
Keep running shoes to end of a level	AEOTCABY
Some crabs go off their rockers	NCLTBYE6
Some crabs disappear altogether	NCLTB9E6

### Defeat Doctor Robotnik in the Final Zone...

Start by running to the right-hand side of the screen and wait. As soon as the electric pulses fall to the ground, Robotnik will come up in his machine. Jump onto him and land again to your left and anticipate where the electric pulses will fall. Run when you see a gap and stay there until they have gone, then immediately jump right. Again, jump onto Robotnik and keep repeating this procedure to defeat him.



MASTER  
SYSTEM

To locate the Chaos Emeralds...

### JUNGLE ZONE - ACT 1

To reach it, go right until you come to a moving log across a waterfall. Jump onto the log, then fall down. When you've almost reached the bottom, go left onto a small green platform. Fall from this onto a rotating log in the river - keep the D-pad pressed left and you won't fall off! You'll eventually come to the emerald.

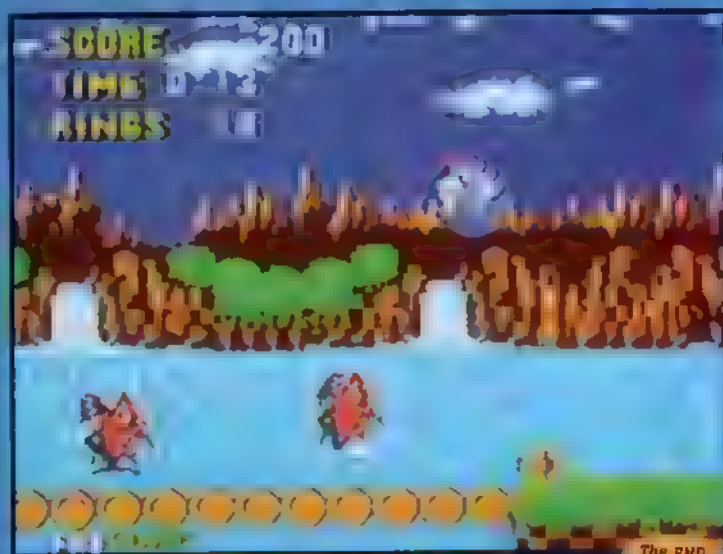
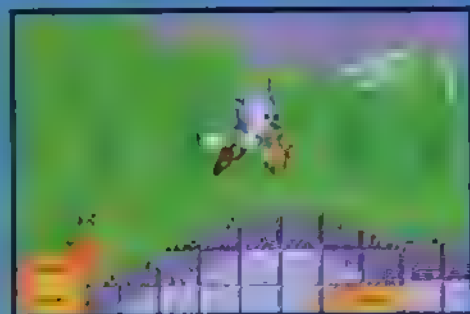


### SCRAP BRAIN ZONE - ACT 2

Head down until you see a gap. Jump across, get into the teleporter, head left, drop off a slope and go right, stand on the button to close the door behind you, drop through the next room to the floor, walk right to a teleporter and when you reappear you'll see the emerald!

### SKY BASE ZONE - ACT 2

Jump down onto a hoverboard and continue right across more hoverboards until you reach a blue ship. Jump left onto the hoverboard and left again onto a platform to pick up the emerald.



NEXT ISSUE: SONIC 1 Q & A



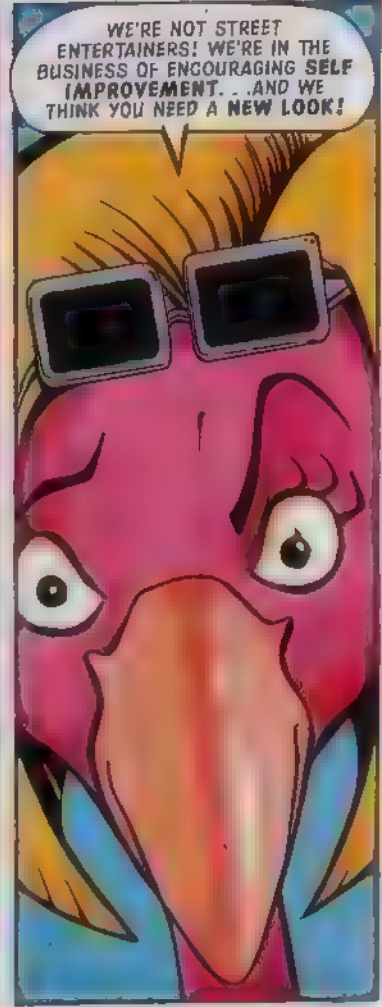
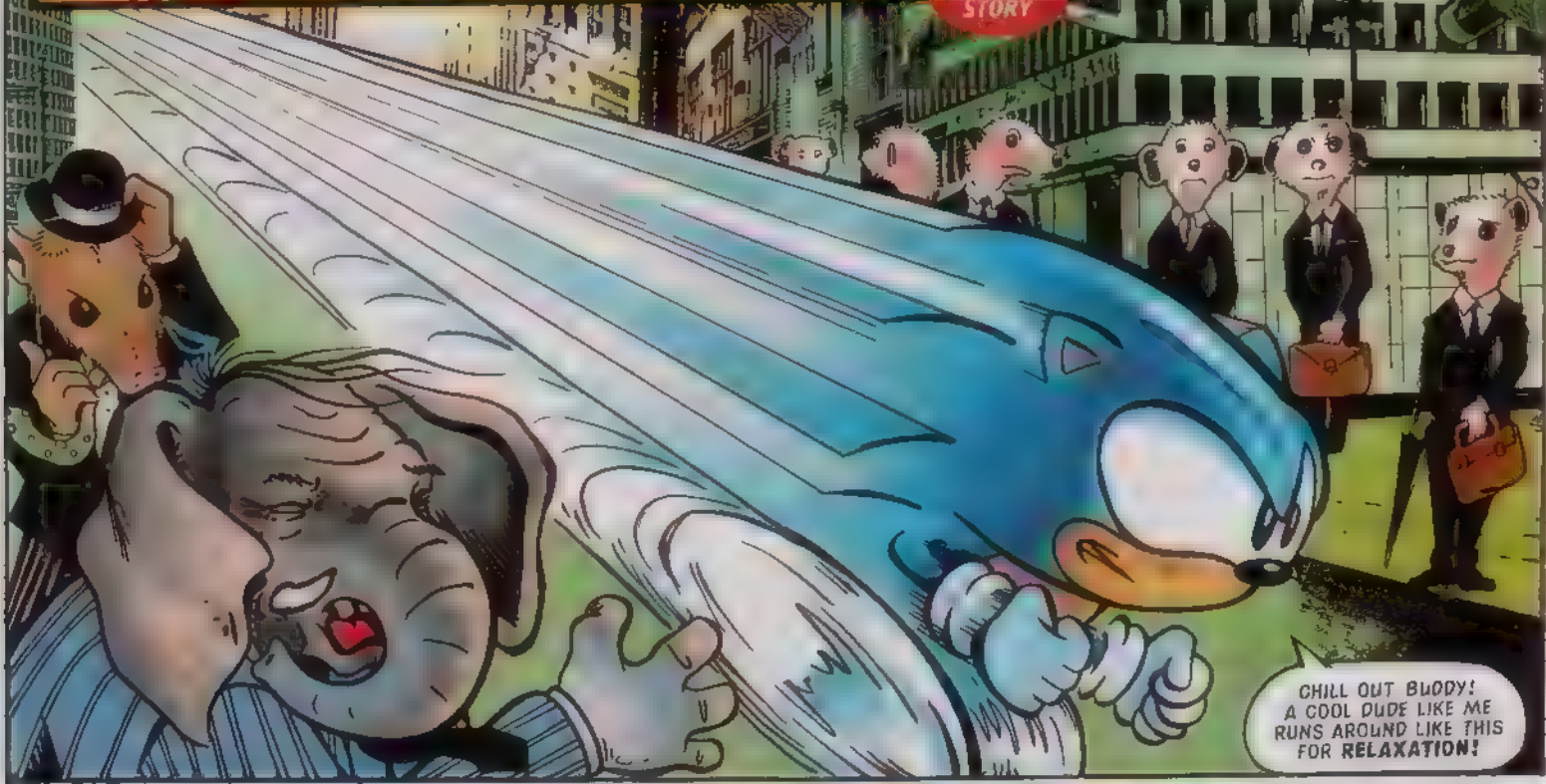
# SONIC'S WORLD *New Image*

Script: LEW STRIMBEN Art: CARL FLINT Colouring: STEVE WHITE Lettering: TOM FRAIRE

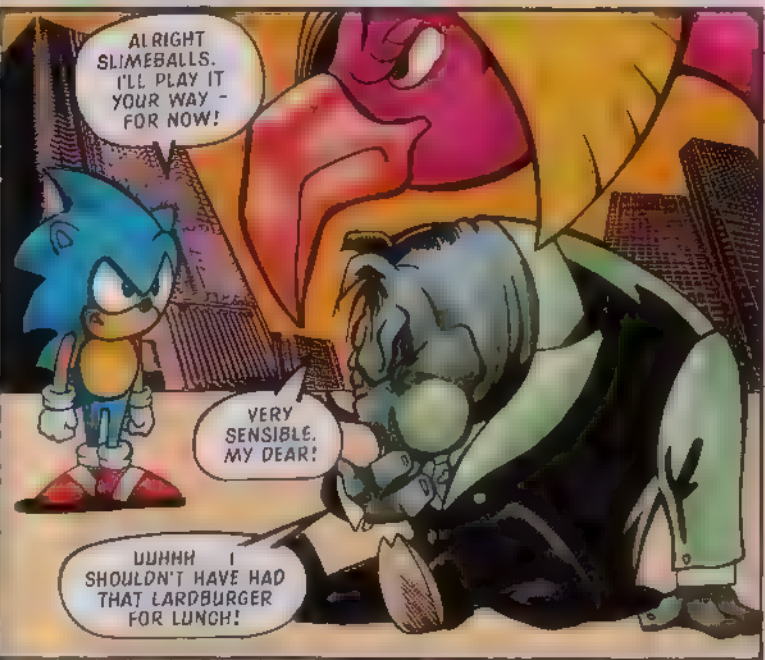
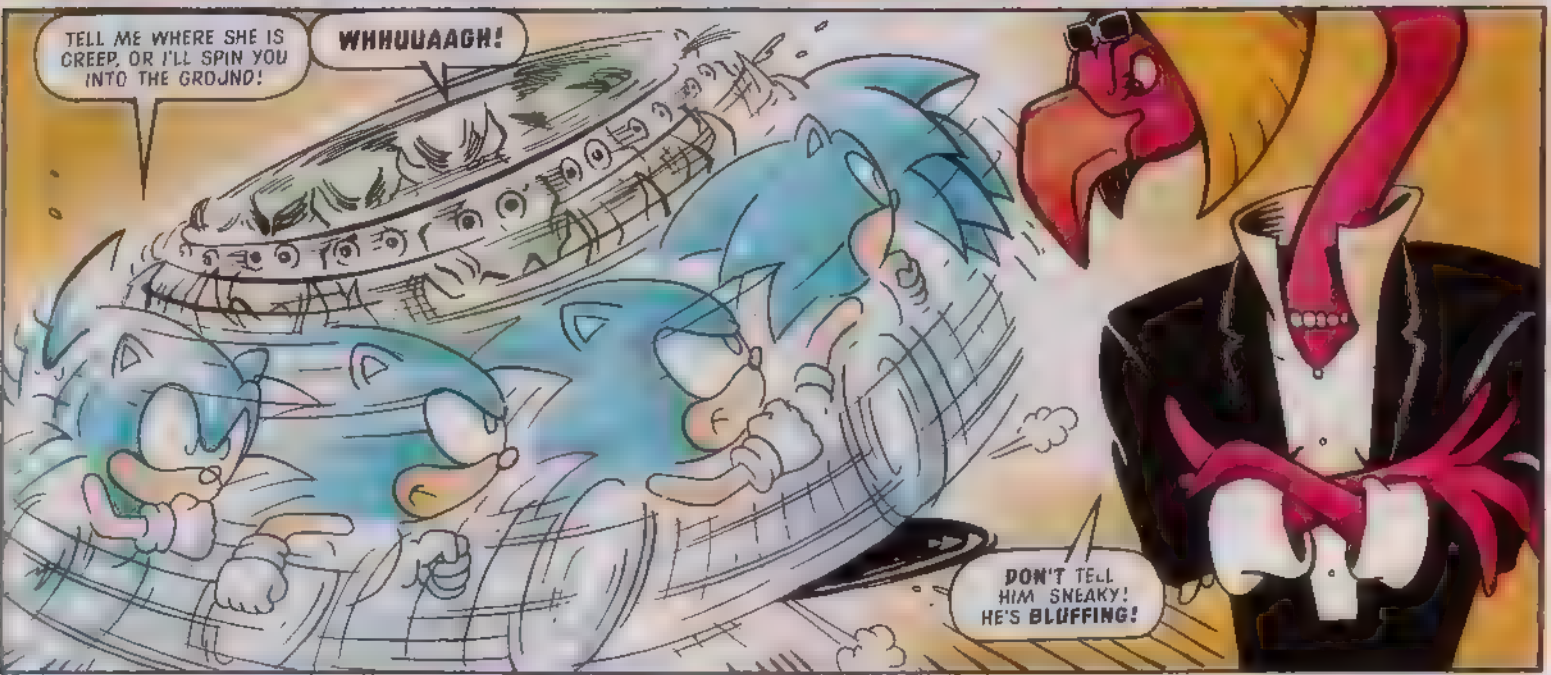
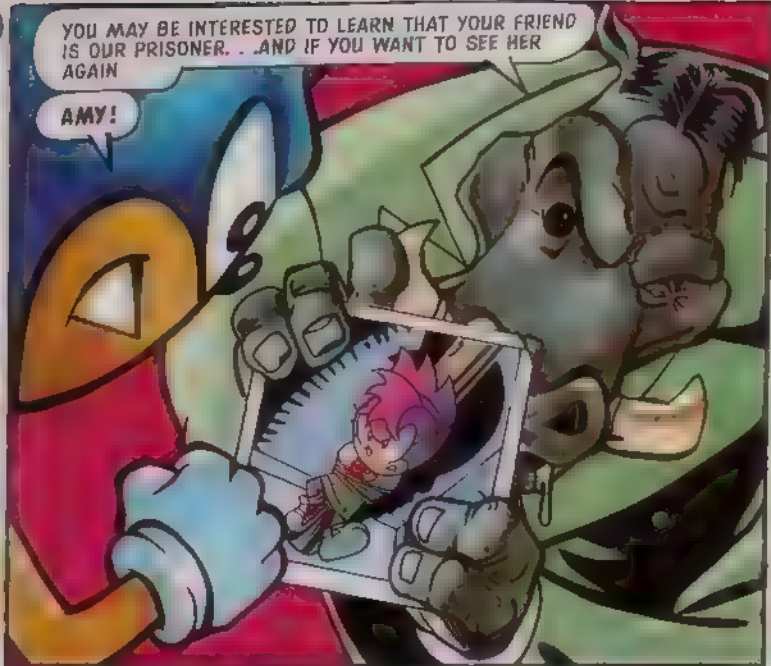
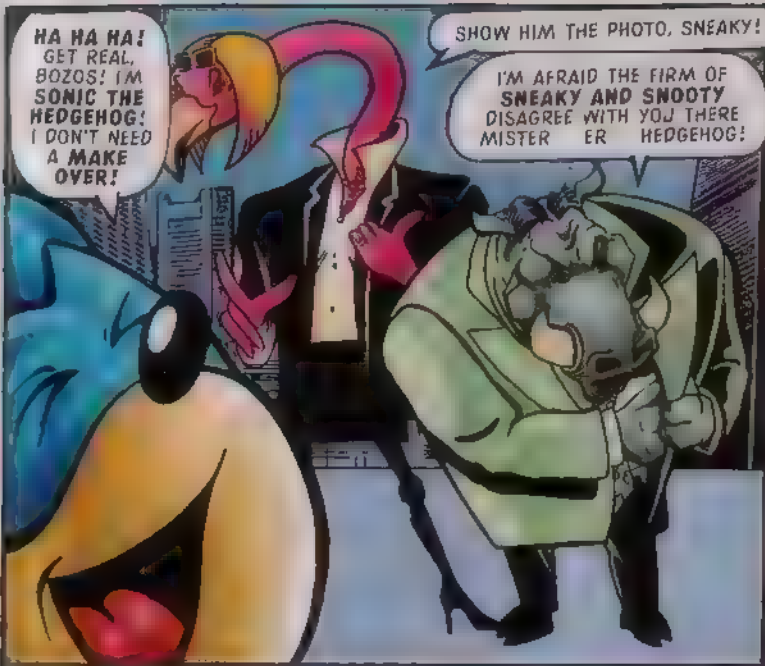
A RUSH OF WIND... A BLUR OF BLUE...  
TWO MAJOR CLUES THAT SONIC THE  
HEDGEHOG IS IN TOWN!

WOW! LOOK AT SONIC GO!  
SOMETHING MUST BE UP!

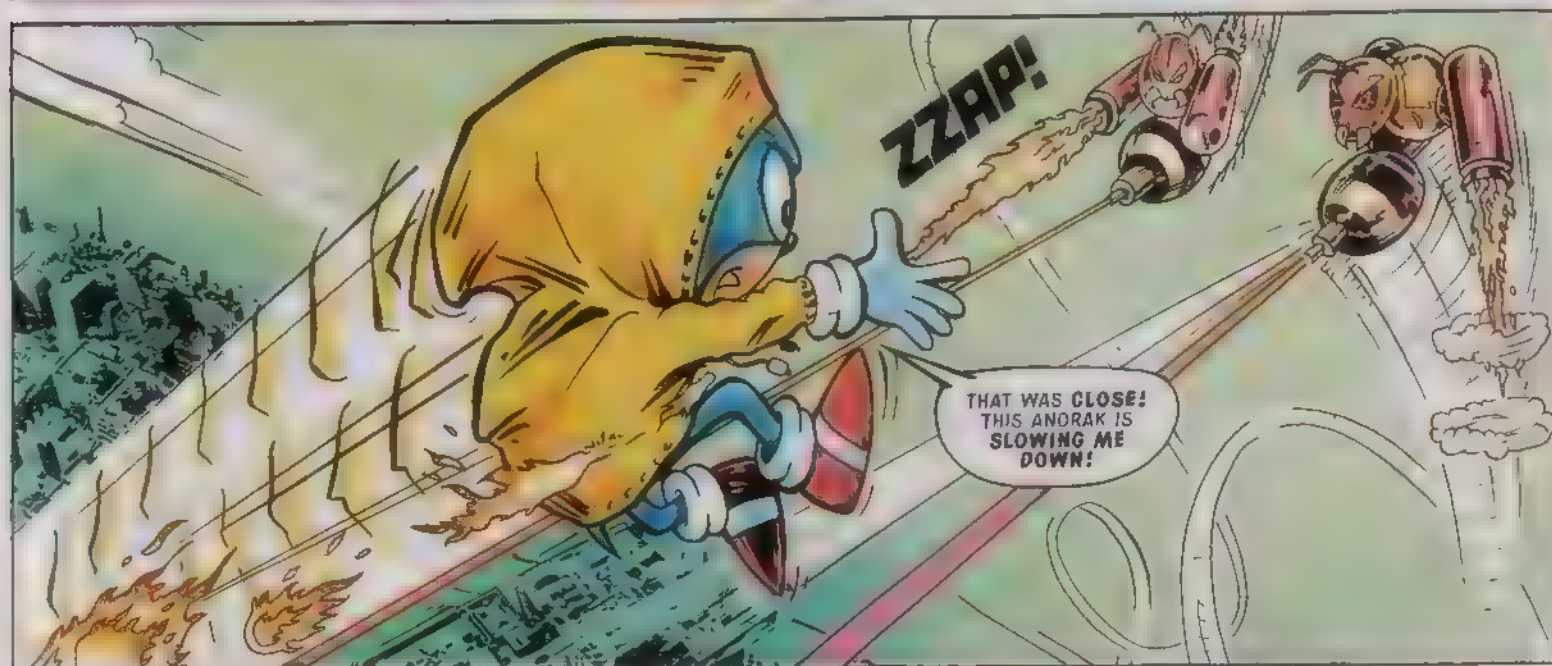
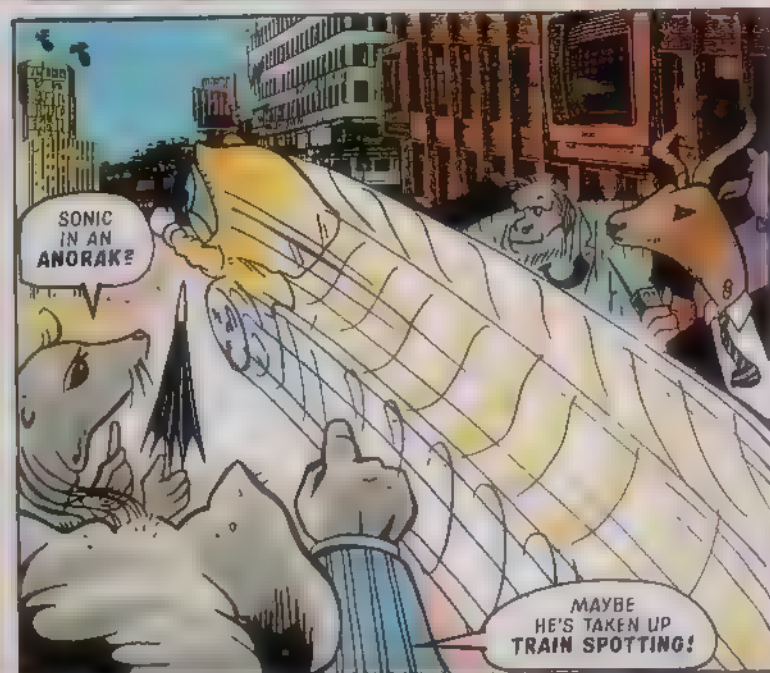
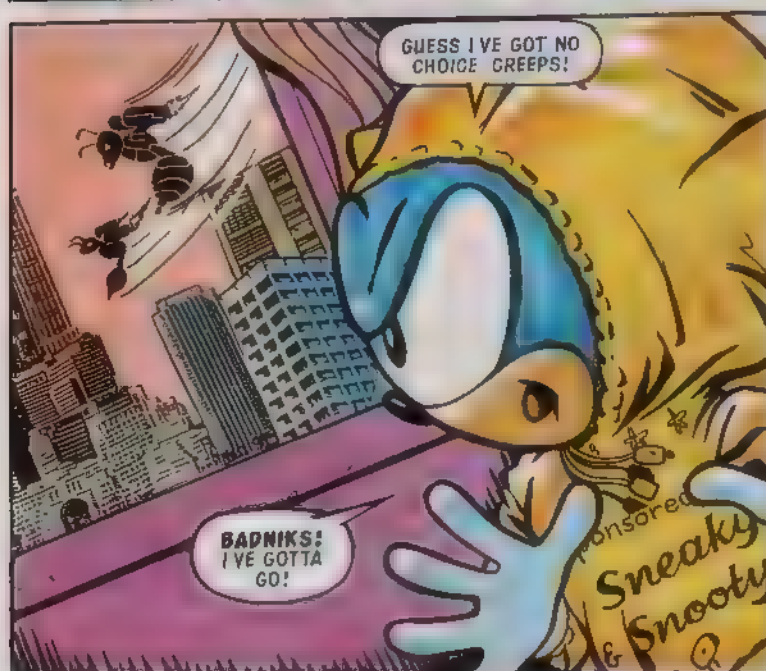
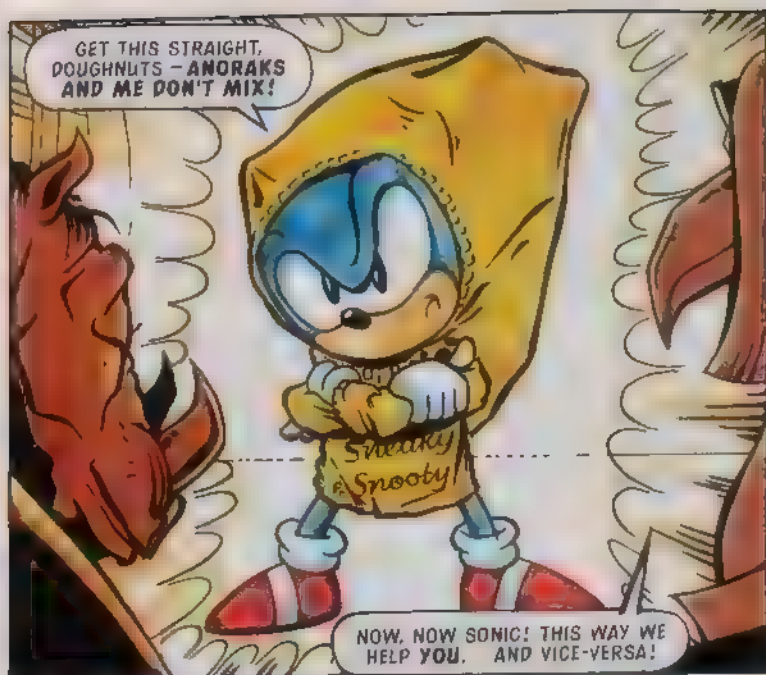
COMPLETE  
STORY



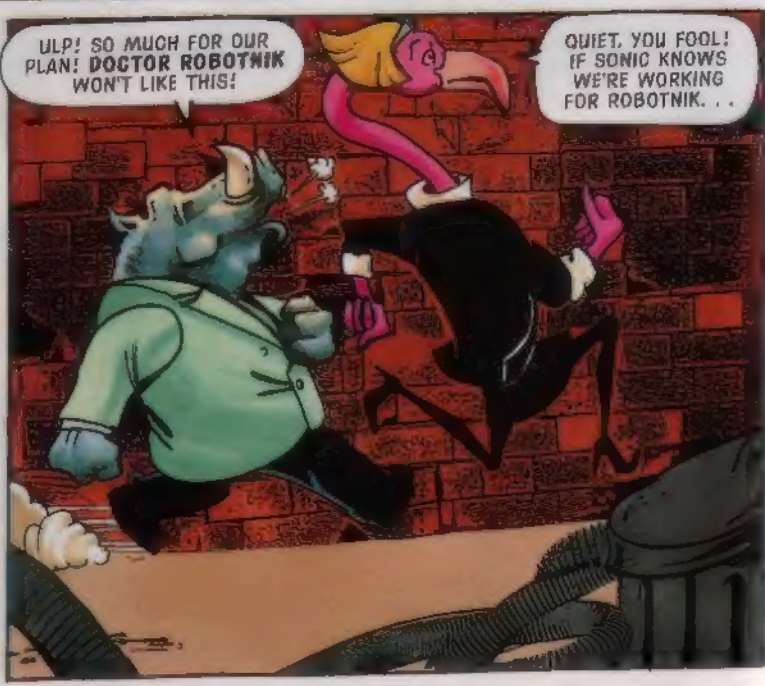
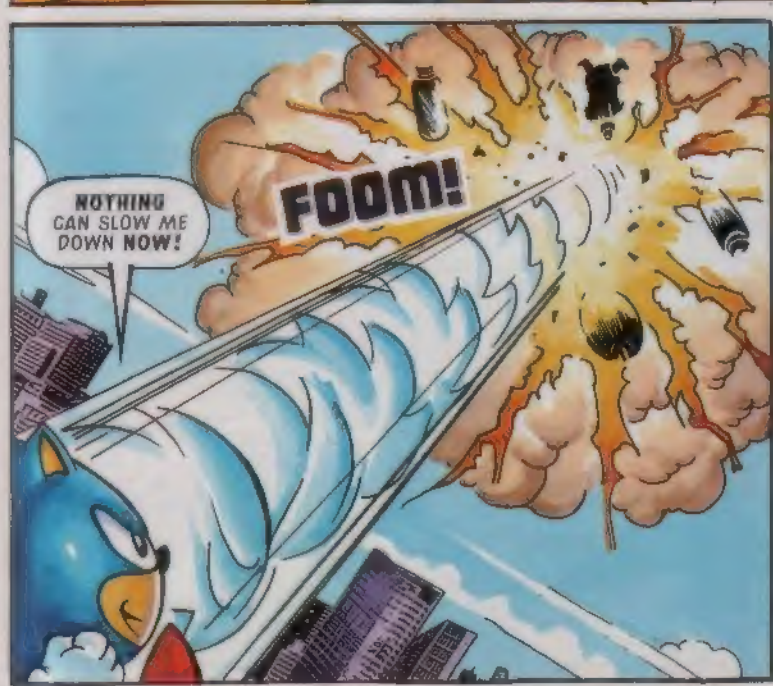
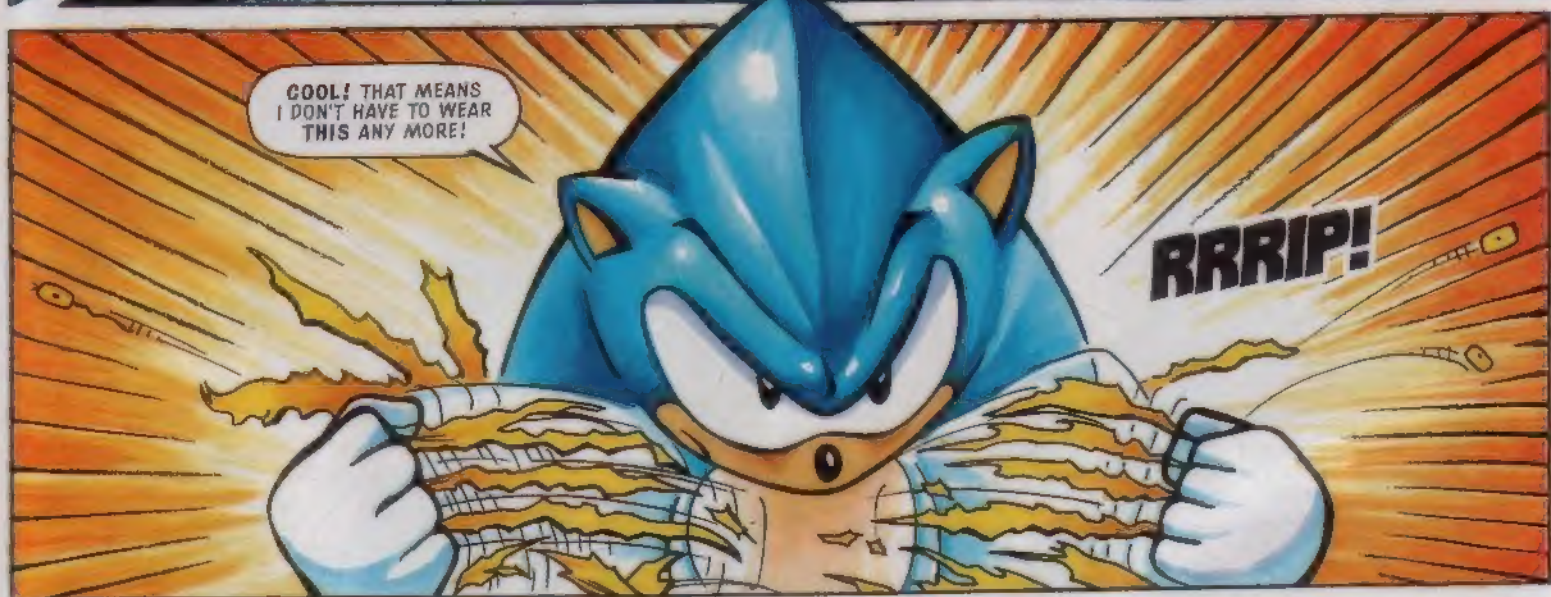
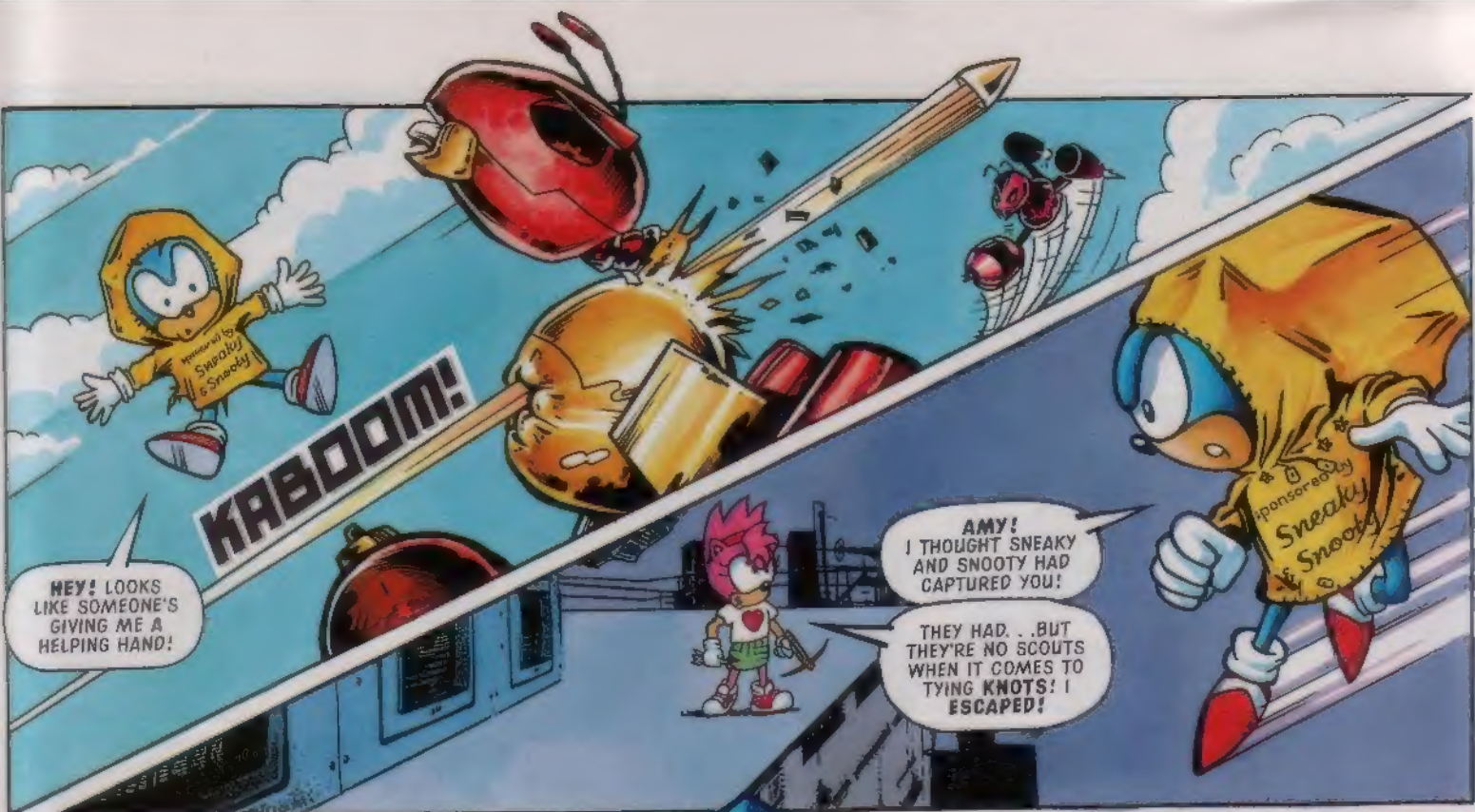




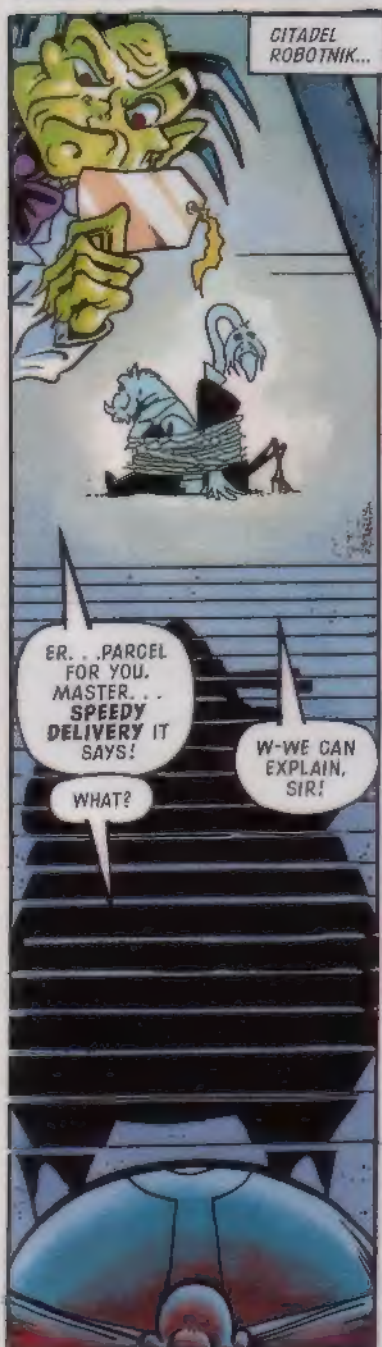
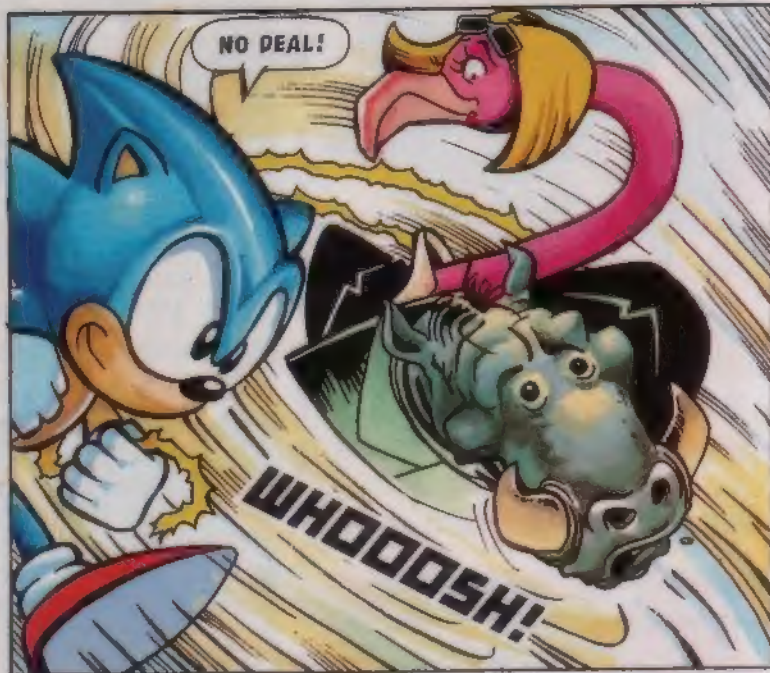
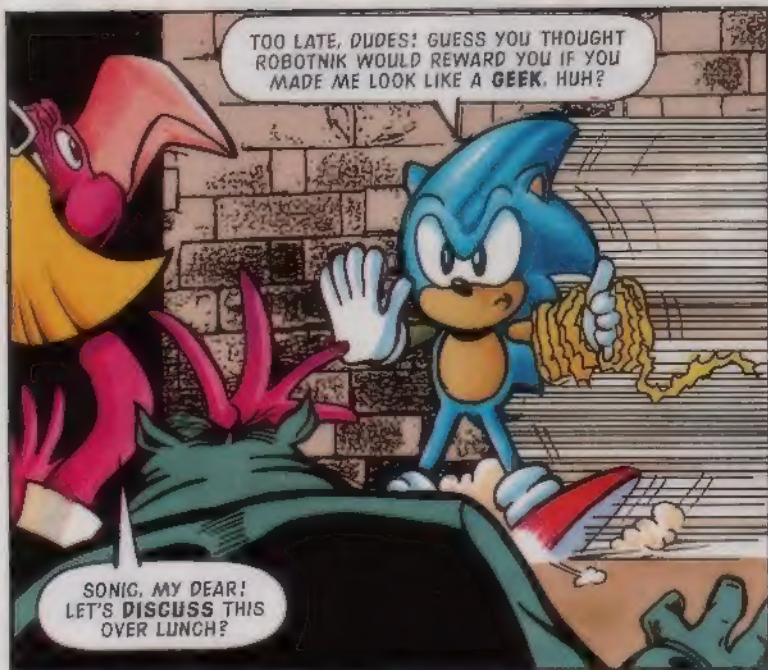
















# SPEED LINES

EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

**EVERYTHING PRINTED IN SPEEDLINES  
WINS A SENSATIONAL  
SEGA MEGA HOG TAG!**



Send your e-mail  
messages to:

**stc@egmont.co.uk**

Be sure to include your snail mail (postal)  
address if you want to win a prize!

## BATHGATE NO MORE!

Dear STC,

Whose delivery service is STC using? My guess is that it's a company called 'Slow Mo' as I have recently had to wait until Wednesdays or Thursdays for STC to appear in my area! Today I even tried four local shops - and still had no success! Please ask Sonic to help speed up the delivery service!

Alan Stewart,  
Bathgate, W Lothian, Scotland.  
MD owner.

Sega Mega Hog Tag Winner.



Well, Alan, STC's on sale date did change to Wednesdays, but maybe it would be best for you

to take out a subscription or alternatively ask your newsagent to put STC on "shop save", which means it's ordered and kept for you to collect.

## MORE MEGADROID!

Dear Megadroid,

I think you are cool and should have your own regular comic strip - even my family agrees that it's unfair you should have to answer letters all the time!

Emma Spragg, Rochdale, Lancs.  
MD owner.

Sega Mega Hog Tag Winner.



I don't mind replying to intelligent and tasteful Boomers like yourself, Emma! By the way, did you

catch my comic strip in the last issue of STC?

The futuristic look!



Lynne Triplett, Edinburgh, Scotland.  
GG/MCD/MD/32X owner.  
Sega Mega Hog Tag Winner.

He hopes to have the whole world in his hands!



Max Riley, High Wycombe, Bucks.  
Sega Mega Hog Tag Winner.

## HIGH FLIER!

Dear STC,

When I was on holiday with my parents (very unhip), we saw a 60 foot high Sonic on the motorway (I won't say it was cool as it was a hot air balloon!). Apart from the Sonic Summer Special, which was brill, that was the best part of my holiday! Also, when is the Sega Bus coming to Glasgow as we have lots of Sonic freaks up this way! Sonic is my favourite but my Dad likes Robotnik 'cos he is bad enough to be a parent!

Gregor Hunter,  
Glasgow, Scotland.  
Sega Mega Hog Tag Winner.



Unfortunately, Gregor, the Sega Bus is keeping a low profile this summer.

See if your dad can take you on the low road to London as Segaworld will be open from the August Bank Holiday.



# NEXT ISSUE



## SCREAM THEME PARK!

COMPLETE  
SONIC'S WORLD  
STORY

NEW  
TAILS  
STORY

**SONIC!**  
HEROES & VILLAINS!

**TROOPER  
TROUBLE!**

**KNUCKLES!**  
VILLAGE OF THE  
DAMNED!

PLUS

SUMMER OLYMPIC GAMES REVIEW!  
CARNIVAL CAPERS GRAPHIC ZONE!  
SONIC Q & A Q ZONE!

**STC 85**

ON SALE WEDNESDAY, 21 AUGUST '96

£1.20

# DATA STRIP

I'VE BEEN READING  
STC SINCE ...

ISSUE  AGE

NAME .....

ADDRESS .....

MY FAVOURITE ...

FILM/VIDEO IS .....

BAND/SINGER IS .....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

AS A COMIC STRIP IN STC.


THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 84

% 

Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.